

# Bluey

Magazine

Inside...

50

FUNNY STICKERS

Make THESE GRANNY PUPPETS!

LET'S PLAY!

EASY DRESS-UP IDEAS...

PLUS

Outta my way!

GRANNIES

TRAIN DRIVER

GRANNY MOBILE MAKE!

THE BUSKER

DOCTOR

HOW CAN I HELP YOU?

My name is Doctor:

Sticker Insert: Supplied by Eas Print, Melbourne. Warning: Not suitable for children under 36 months due to small parts. Children under 36 months should not be allowed to play with this product as they may swallow or choke on the parts. Please apply stickers to the back of the magazine and do not remove. Please retain this information for future reference.



are media



\$10.99 inc GST  
Issue 57

PLAY BLUEY & BINGO'S GAMES AT HOME!



# HELLO, DEARIE

Grab your granny glasses and have fun turning yourself into a granny.

This is a  
**STICKER**  
page

First, snip out these granny accessories.

## GRANNY PURSE

To hold all your coins.



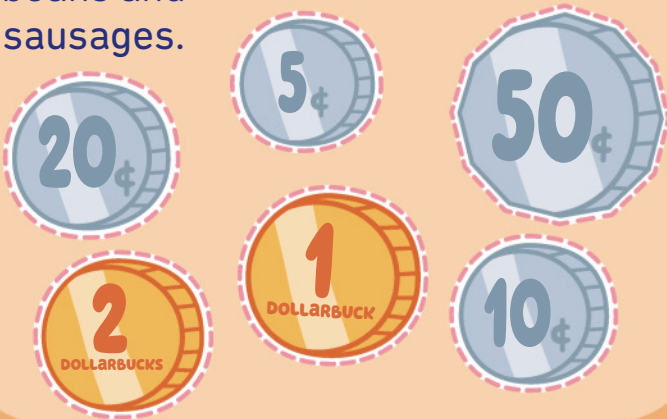
## Bean Loyalty Card

Never miss out on an offer again.



## COINS

To spend on beans and sausages.



## PICTURE OF BELOVED PET, BOOPSIE



Keep in your purse at all times and show to everyone you meet.

**HEY, LOVE!** Write your granny name here.

\_\_\_\_\_

### HELLO, GROWN-UPS!

Get the dress-up box ready, 'cos we're having some fun this month! This issue is bursting with games, toys, and ideas for play – for the family together, or your little one on their own.

We'd love to see what fun you get up to at:

[blueymagazine@immediate.co.uk](mailto:blueymagazine@immediate.co.uk)

### WANNA PLAY GRANNIES?

It's too easy! Grab a towel or blanket as a shawl, and your glasses from the granny gift. Give yourself a granny name (like Ethel or Maude), then go round calling everyone in your family "dearie". Eat beans, lots of beans.



No time for a nana nap! What are the grannies up to now? Stick them into the scenes below and add some granny sayings.



**Bean BOTHER**



**TOILET TALK TIME**



**BUGGALUGS**



**GHOSTBASKET**

Have fun making the granny sock puppets from your gift. Just peel off the stickers and stick them on.

**JANET**



**RITA**



**GLADYS**







## STORY

# BUS

The wheels on the bus go round and round...

1

Bus driver (Dad) picks up a passenger (Mum). She's off to the museum.

There's not much traffic today, so we should be there very soon.

Oh, great.

Unless something slows us down. But that probably won't happen.

Then... 'PSHHHH! Doors open'.  
"Oh, no," says the driver. "**Here come the GRANNIES!**"

The grannies board the bus.

One granny to mahjong, please.

Is this seat taken, dearie?

2

The grannies sit down next to the passenger. "Where are you heading, love?" asks Rita. "Oh, just to the museum," says the passenger, then whispers: "Actually, I catch this bus because I'm secretly in love with the bus driver". "Oh, well, wonderful. You two can get married and have busbabies!" says Janet.



3

The grannies think the passenger should tell the driver that she's in love with him, but she needs more time to pluck up the courage. "Oh, well, we can slow the bus down for you," says Janet and rings the bell, 'DING'. "Next stop please, driver."



4

Next, Janet stops the bus at the library (she says she needs a cookbook).



But the passenger still needs more time. So, 'DING' – Janet rings the bell for the motorbike shop stop.



All this stopping is making the driver angry, and then Rita realises she's lost Boopsie...

5



5

...Boopsie is her pet snake.  
Then she spots him.



The driver jumps off the bus,  
but the bus starts moving...  
because RITA'S DRIVING!!

**Baaa!**

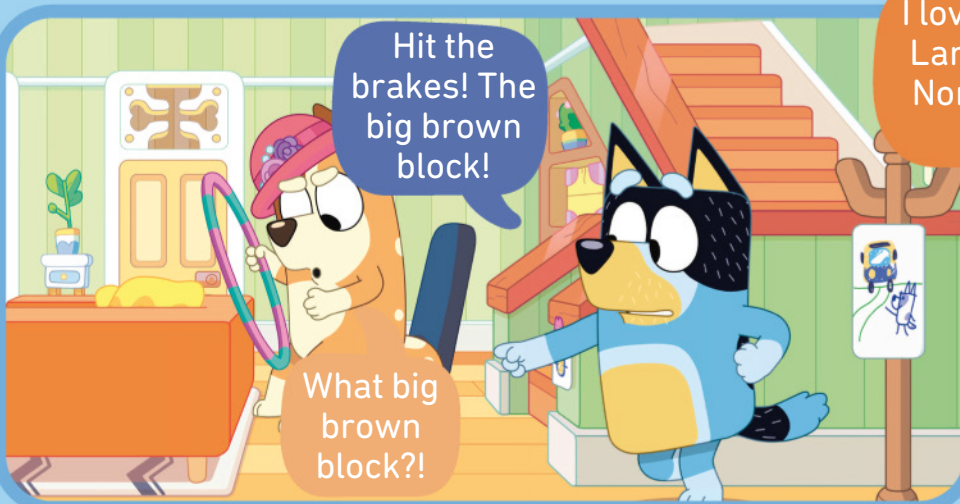
The  
something  
on the bus  
go round  
and round...



6

**zzzzzz**

The passenger tells Janet to do something, but she's having a  
Nana nap, so she grabs the wheel. But they're heading straight  
for a custard factory and now Rita's eating the brakes!



I love a good  
Lamington.  
Nom-nom-  
nom!



7

We're gonna hit the  
custard factory!



**JUUUMP!**



The driver grabs the grannies and  
they all jump off the bus.

6





8

"I did it, Janet. I told him!" the passenger tells Janet. "Oh, well done, dearie. I'm proud of you. Now you go and have some busbabies," says Janet. "Oh, no, he's already married to a giraffe," says the passenger.





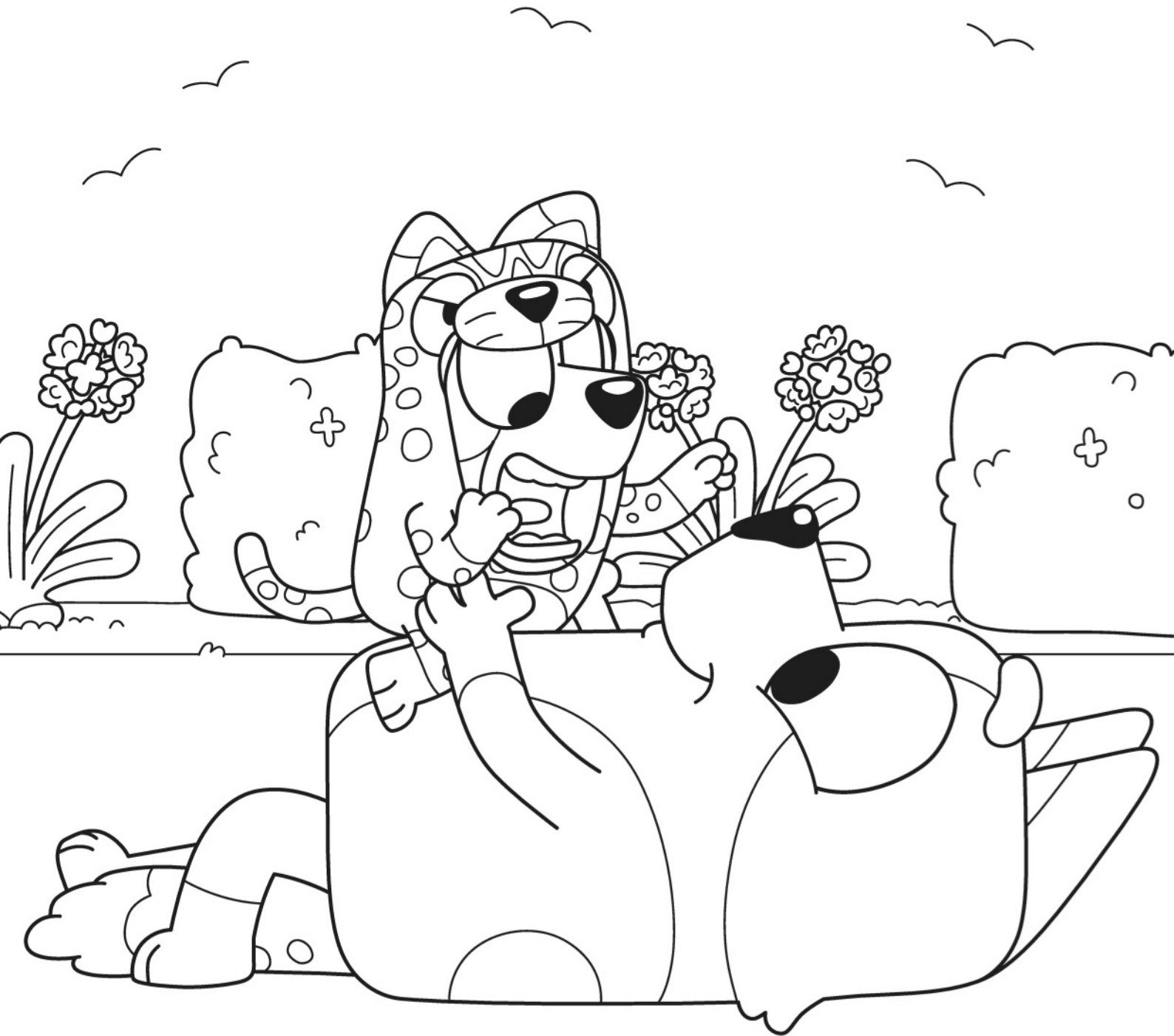


**COLOUR**

# ONESIES!

**Did you know onesies make Bingo crazy?  
Give this piccie a SPOT of colour!**

**('Cause she's a cheetah!)**





A wise big blue guy once said:  
**"YOU HAVE TO BECOME ONE WITH YOUR ONESIE."**  
Design a onesie for yourself here!

You could give  
it spots like  
a cheetah...

Don't forget  
to doodle  
your  
face too!

...stripes  
like a  
zebra...

...or  
anything  
you like!



Dress  
up as

# THE BUSKER

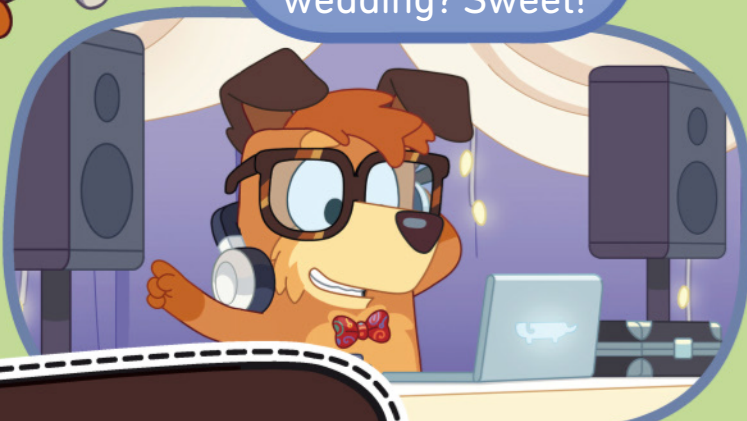


From the markets to the city, you can count  
on the busker for a cool tune... 1, 2, 3, 4...



Who likes  
to dance?

Did you know the  
Busker played at  
Rad and Frisky's  
wedding? Sweet!



Fold and  
stick to  
glasses.

Fold and  
stick to  
glasses.

Snip out his glasses  
(and the arms). Stick all  
the bits to cardboard.  
Fold the tabs on the arms  
and stick to the glasses  
so you can wear them.

**COOL!** (Read pages 9 and 12 first!)

Ask a grown-up  
to help you snip  
this bit out too.

Ask a grown-up  
to help you snip  
this bit out too.



# Make THE BUSKER'S GUITAR

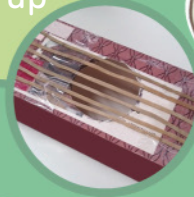
## Too easy!

### YOU WILL NEED:

- a box with a hole in the middle (like a tissue box)
- 6 elastic bands
- thick cardboard
- safe glue, sticky tape and scissors
- a grown-up to help

Tear out this page and stick it to cardboard.

**1** Wrap the elastic bands around the hole in your box. Now cut out the guitar body and stick it to the box, lining up the holes.



**2** Glue the guitar neck to the main bit of the guitar (line up the neck bits).

**3** Strum the strings. You're ready to rock 'n' roll!





# THE ADVENTURE

Follow the path to tell the story of Bluey and Chloe's adventure.  
Trace the trail and answer the questions to choose which way to go.  
Can they save the queendom?



## START

The story begins... with a Kindly Queen, a Princess, an electricity bill and lots of babies to feed.

What did the Kindly Queen ask the Princess to do for her?

**SMELL HER SOCKS**

**OH MY!**  
Not this way.

**GAH!**  
Wrong way.

**sausages**

What does Grandma Fairy give the Princess?

**VILLAGERS**

**MAGIC BEANS**

**MAGIC TREASURE**



The Greedy Queen freezes Honeyhorse and who else?

How does the Princess save herself?

**SHE RUNS away**

**SHE THROWS a BALL**

**WRONG PATH!**  
Try another.





Who joins the Princess on her adventure?

HONEYHORSE →

UNICORSE ↓

Leave HOME AND FIND FOOD

The terriers have a riddle for them to solve.

Oh, my. What rude fellows!



The Princess and Honeyhorse outsmart them! In the riddle, girls are...

SILLY ↓

STRONG ↓

OOPS! Try again.

UH-OH! Turn back.

Dead END! Take another path.

She says the Greedy Queen has turned all the food to...

MUD ↖

It's Grandma Fairy!



SAND ↖

The queendom is saved! Honeyhorse is unfrozen, and there is food for everyone.

We did it!



OH NO! Turn around.

The Greedy Queen drops her wand to catch the ball and the brave Princess freezes her!



THE END

# TURBO BOOST

The grannies' car is looking a bit old... and faded.  
Snip, stick, colour and doodle to give it a boost!



First, trace around the car, then re-paint the colours with your pens.

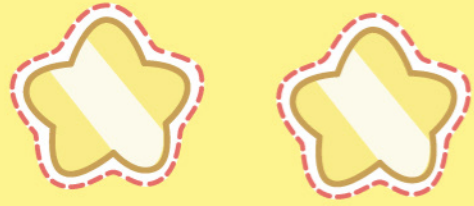




Now snip and stick these bits... however you like (finish page 16 first).  
Find more bits on your sticker sheet.



Try these starry headlights.



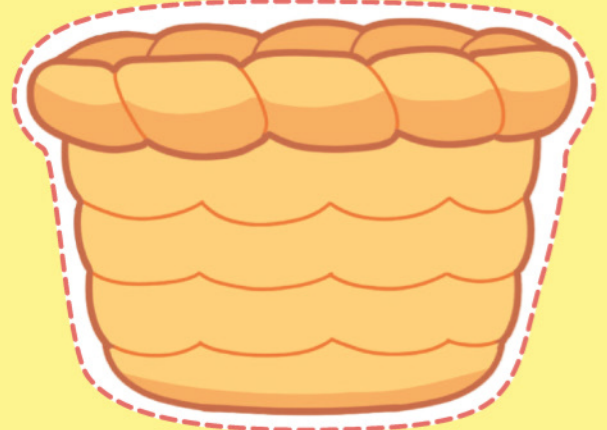
Flowers will look boodiful!



Gnomes are excellent passengers  
(very quiet). Colour Hecuba.



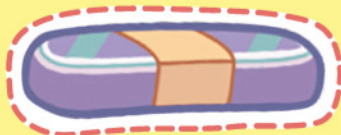
A basket might be handy...  
for sausages?



Design your own awesome  
licence plate and stick it on.



Or a siren for a  
high-speed chase?



Is this the  
motorbike  
shop, love?



# MUSICAL STATUES

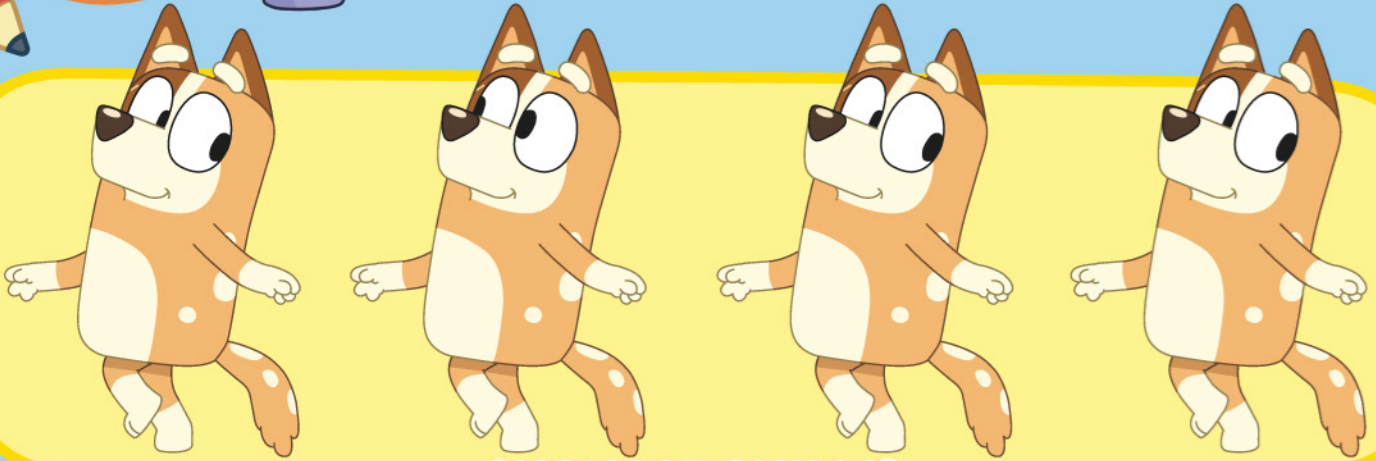
Tick the  
odd one out  
in each  
row.

It's the perfect day to play  
musical statues. Hooray!

That's  
pretty  
frozen.



Look verry closely. The music's stopped,  
but which freeze is different in each row?



**SHAKE IT CHILLI!**



**WOOOOOOOOOOOO!**



**WHOO!**



Answers: Chilli's eyes have moved in the 2nd pic, Bluey's tail has moved in the 4th pic, Bingo's arm and Bandit's eyebrow has moved in the 5th pic and Bandit's eyebrow has moved in the 4th pic!



Now it's your turn  
– try these moves!



Drop a stone or coin on the page.  
Whichever dance it lands on, do that move.



## RAISE THE ROOF



Palms up, push towards the roof  
and tap each foot one at a time.



## WORM ROLL



Wiggle your body up and down...  
like a worm!



## BOOGIE TRAP



Boogie back and forward between  
2 things, or 2 friends.



Draw you own move here:



What's it called?



# LET'S PLAY!

This is a  
**STICKER**  
page

Snip these cards out for whenever  
you need some game ideas!



Add  
stickies to  
rate the  
games.

Rainy day? Play...

## RAIN

You will need: things  
your grown-ups don't  
mind getting wet!  
Can you trap the  
rainwater as it gathers  
outside your home?



Need some quiet time? Play...

## THE QUIET GAME

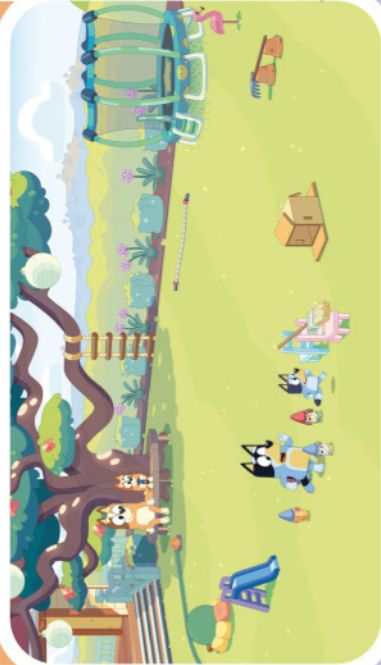
You will need: silence.  
Act out whatever you want to say.  
No talking! The other person  
guesses what it is (like charades).



Wanna race (or just have fun)? Play...

## OBSTACLE COURSE

You will need: any bits and bobs that you  
can run around, over, under, etc.  
Race around the course. Try timing  
yourself – how fast can you be?  
Winner gets sherbert (or not).



Feeling groovy? Play...

## MUSICAL STATUES

You will need: music and friends.  
Someone controls the music. The others  
all get their groove on. When the music  
stops, FREEZE. If you move before the  
music starts again, you're out!



Got homework to do? Play...

Feeling spooky? Play...

Bored in the bath? Play...

Have a party?

Feeling groovy?

Have a party?



# HOUSEWORK

**You will need:** housework to do,  
your best moves.  
Liven up your boring chores  
by doing fun walks!



# GHOST BASKET

**You will need:** an old sheet...  
or laundry basket.  
Drape a sheet or basket over yourself  
and pretend to be a ghost. Wooooo!



# KELADAX

**You will need:** a bath, bubbles,  
microphone (try a bubble bath bottle).  
How well can you sing, babe?



**Wanna explore? Play...**

## CUBBY

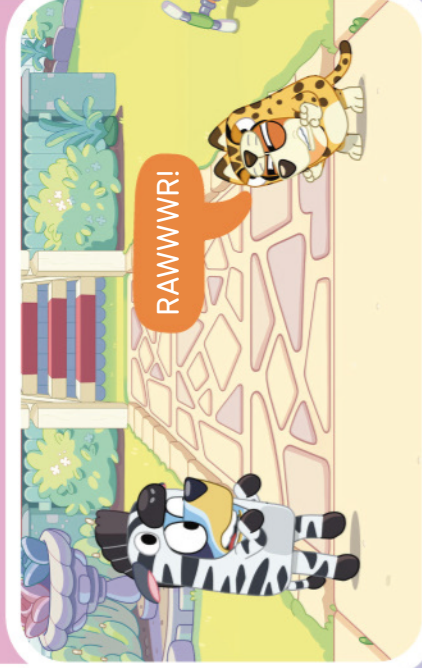
**You will need:** spare sheets,  
towels, cushions.  
Will you make an alpaca farm,  
or maybe they are lemurs?



**Feeling wild? Play...**

## ONESIES

**You will need:** colourful, cosy  
clothes – animal print if possible!  
Unleash your inner animal and  
become one with your onesie!



**Want a simple game? Play...**

## CLASSIC CATCHES

**You will need:** a ball.  
Chuck a ball. Catch it. Too easy.





# UNICORSE

Wanna create the most annoying snack in the world? (It's not a chicken bucket.)



Hey, hey!  
How's it goin',  
salad-dodgers?

**1** Ask a grown-up to use clean kitchen scissors to snip bread into a rectangle for the neck and a semi circle for Unicorse's head.

## YOU WILL NEED:

- Sliced bread
- Ham & lettuce
- Black olive halves
- Yellow capsicum or baby corn
- A grown-up to help

**2** Snip out oval-shaped bread pieces to make his mouth. Lay two pieces of oval-shaped ham to make the tongue. Next, snip out little bread circles for his eyes. The bread slice corners make great ears!

**3** Add 2 black olive eyes. Then use lettuce leaves for hair, plus a tuft of lettuce for his goatee. Use capsicum or corn to make a yellow horn! **Why not add a broccony garnish?**





Hey, toots! Follow the steps to draw Unicorse.  
Then colour him in.



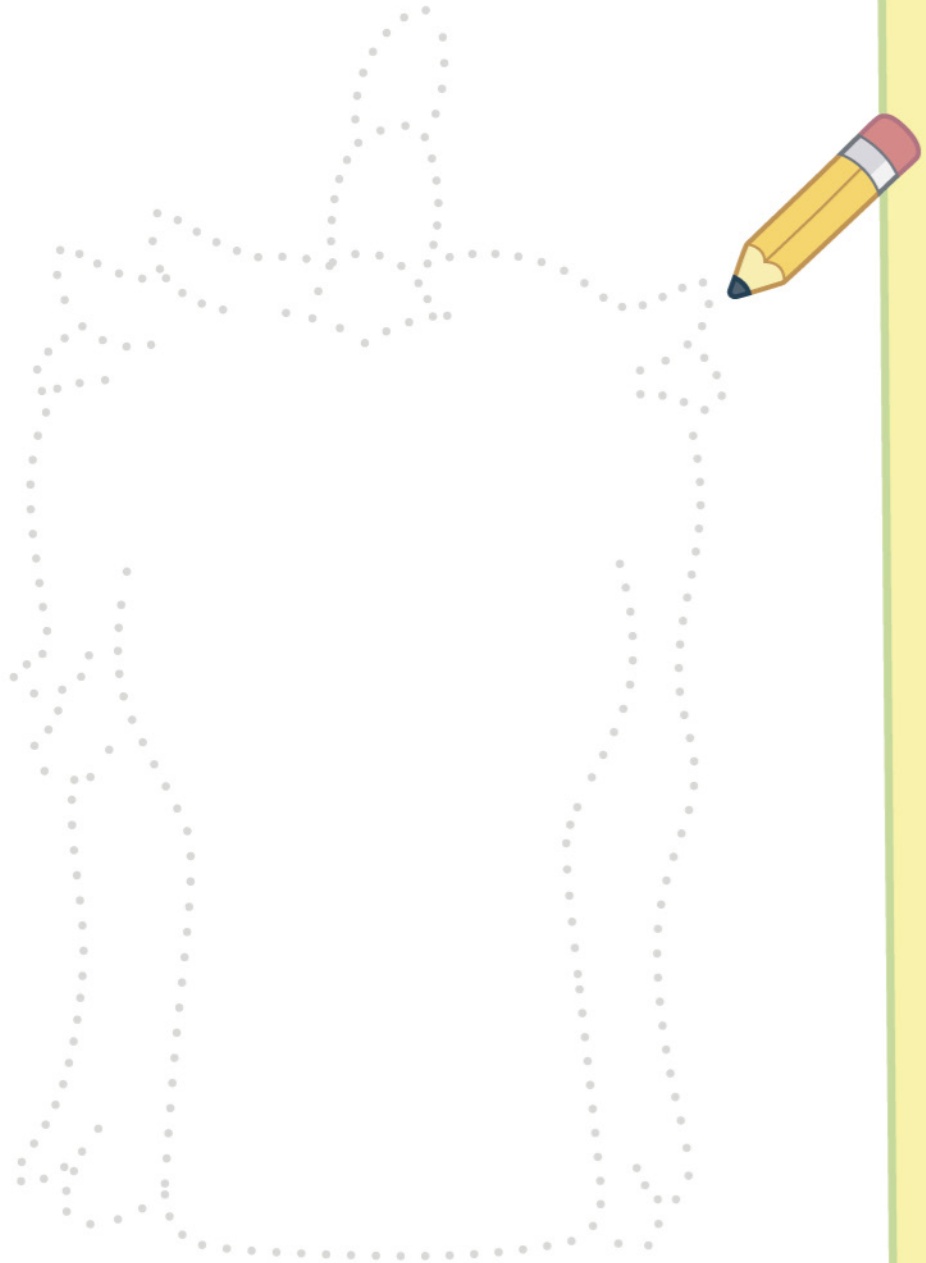
**1** Draw a long body and a mane. And a horn!



**2** Add ears and arms. Draw his eyes and a mouth.



**3** Finally, don't forget his goatee. Handsome!



Now shout these Unicorse sayings.

**AaAND...  
WHY SHOULD  
I CARE?**

**WHIPLASH!  
CALL MY  
LAWYER!**

**I LIKE a  
CHICKEN  
BUCKET.**

**See ya  
ON THE  
FLIPSIDE,  
WILLY!**

# RESTAURANT

Hey babe, here are all the things you need  
to recreate a fancy meal out!  
(Finish pages 21 and 24 first.)



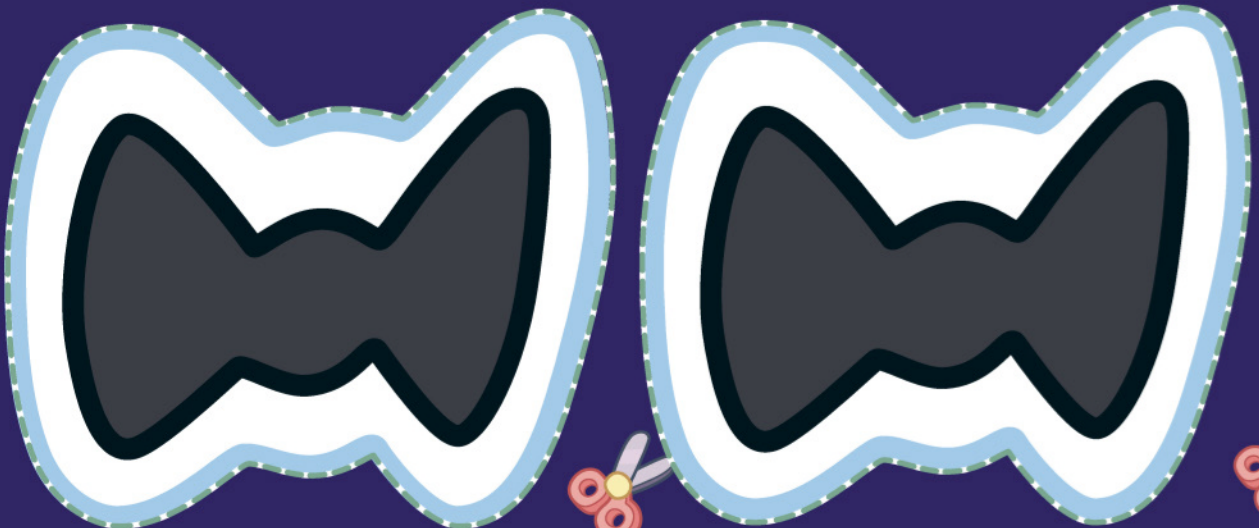
What's your restaurant called? Doodle a sign, then cut it out and hang it up.  
Find a table and chairs (add a tablecloth sheet for extra fanciness).



Write the name of your restaurant here, and colour the stars!



This is a very **fancy** restaurant, so snip out these bow ties for you  
and your friends to wear. Or you could play with your toys as diners.





What's on the menu? You decide! Pick what you want to serve on your menu and draw a piccie of it. Once you're done, give it to your guests and take their order on a pad.  
Make sure you shout out the order to the chef!



# MENU



Entrée



Today's Chef's Special:



Main course

Dessert

Drinks

(Draw the special here. Check the fridge if you're stuck for ideas).



How much does the Chef's Special cost?  
Write the price.



\$

dollarbucks



# TRAINS

All aboard! Let's play Trains...



## Key

Roll a:  Doodle:



top hat



glasses



moustache



fancy  
bow tie



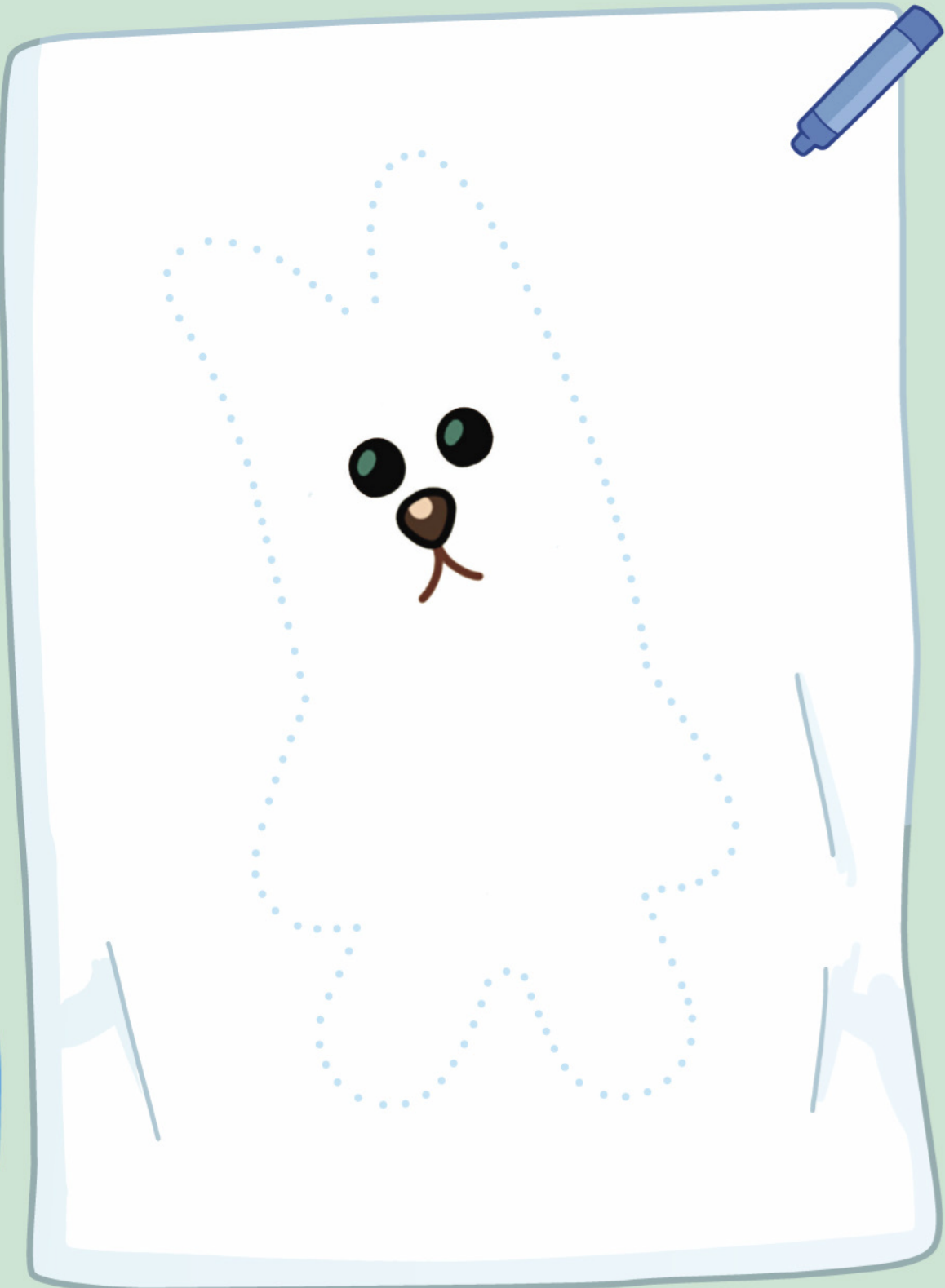
stripes



undies

We just  
moved here  
from, ah...  
Egypt.

First, draw a passenger. Join the dots to get your outline, then grab a dice and roll. Check the key to see what to draw for that number...  
Keep rolling until your passenger has all the things on the list!





Now dress up as a train driver to play for real life!



## HAT

Every train driver needs a hat! Tear out this page and stick it to cardboard to make it stronger. Ask a grown-up to help you cut out the hat and strips. (Do page 26 first.)



Stick the end of each strip to the hat. Fit them around your head and tape them shut (use more paper if you need to).

## HOW TO PLAY

Dress up as the train driver, and grab a chair (this will be your train). Put your passenger (a teddy) on the chair and drive them around!

Useful train driver phrases:

**TRAIN'S  
ARRIVING.**

**TRAIN'S  
LEAVING.**

**NEXT STOP,  
THE VET'S.**

**THAT CAT NEEDS TO BE ON YOUR LAP!**

**NO FEET ON SEATS!**

## TICKET (NOT A SLUG)

Snip out this ticket and give it to your passenger. Remember: don't lick it!

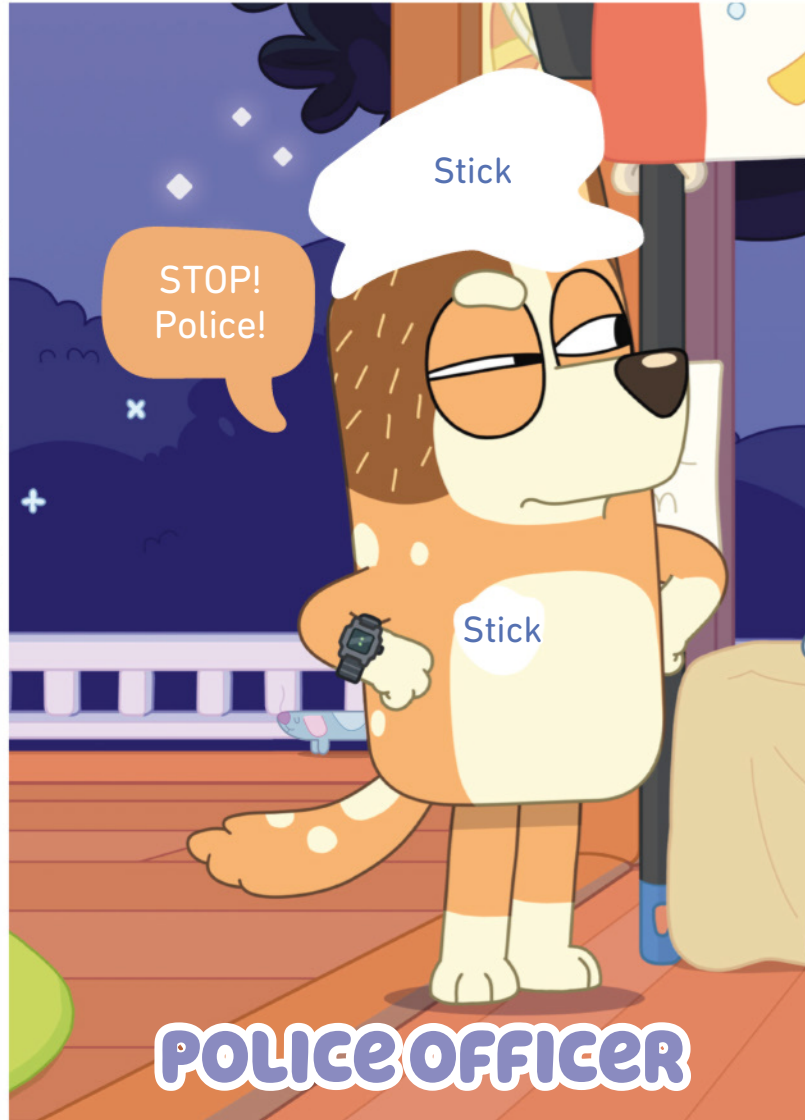


# WORK

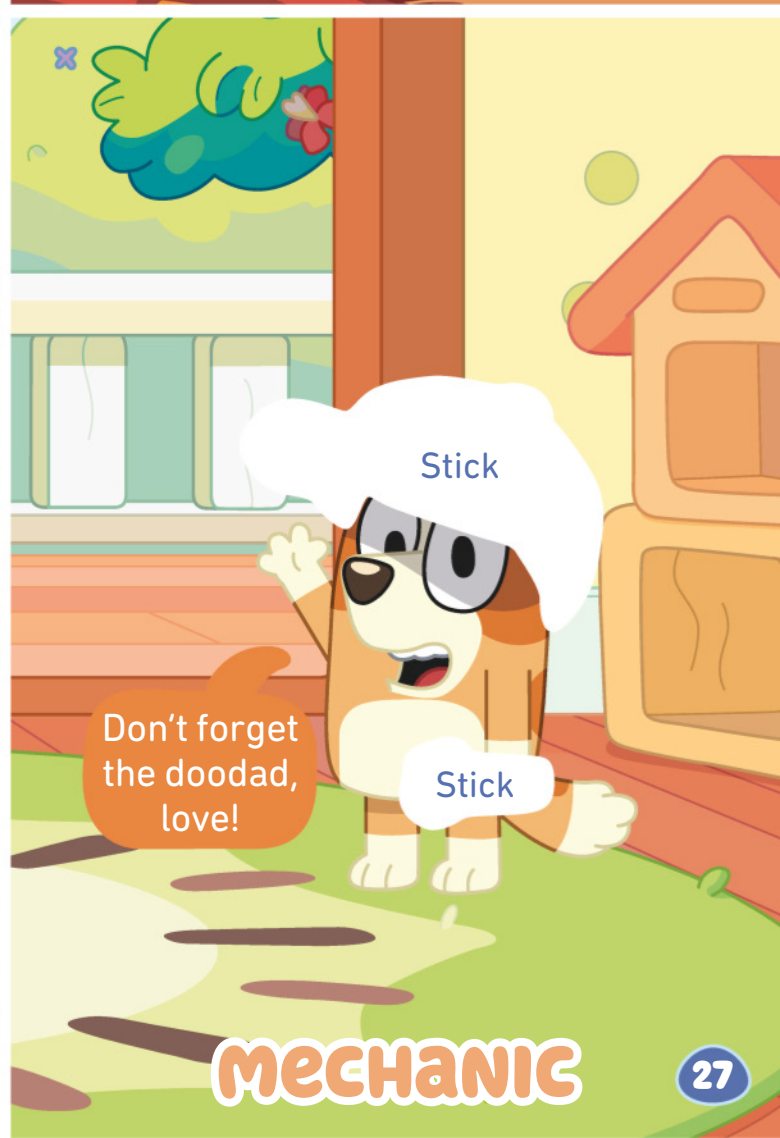
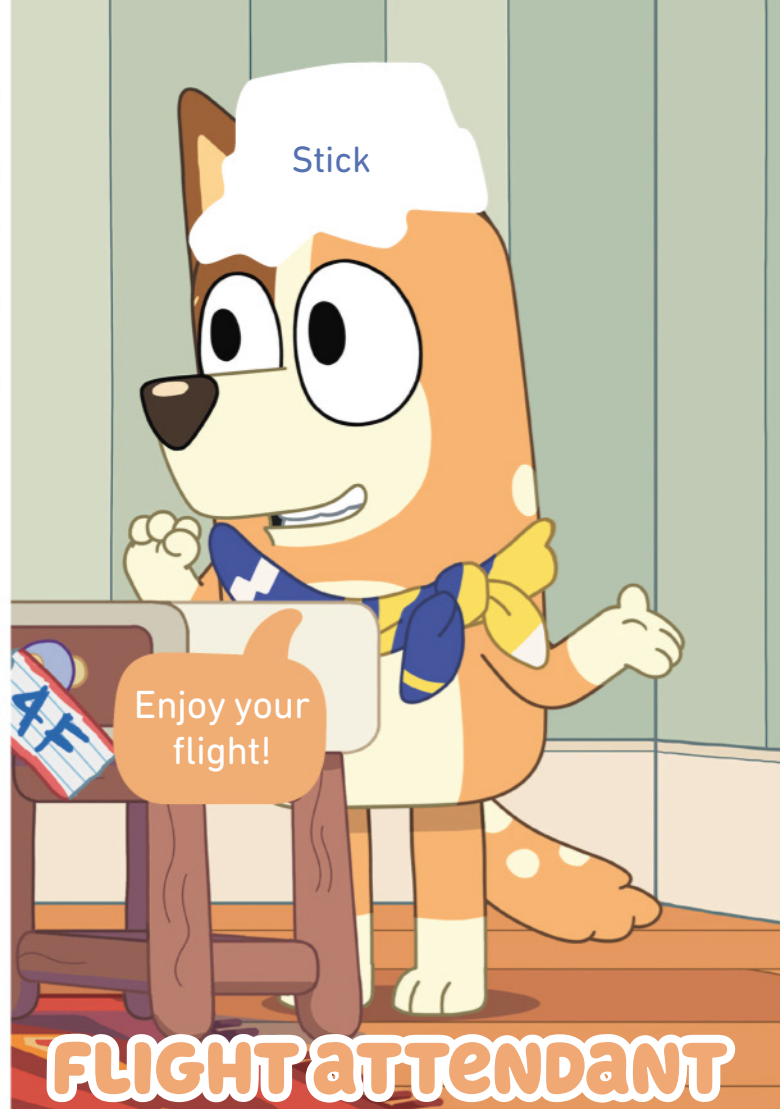
Hey squirts, use your stickers to give each worker the thing they need!



This is a  
**STICKER**  
page



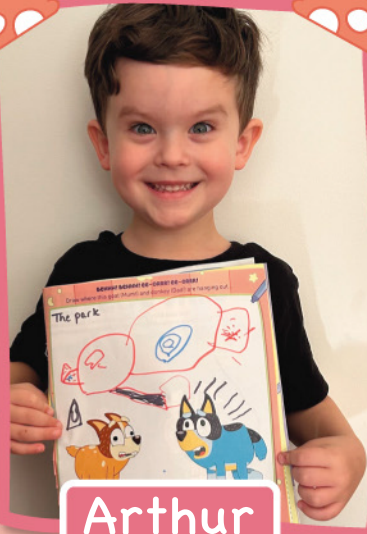






# LITTLE SQUIRTS

Wackadoo! Check out these awesome bumblenuts.



Arthur



Alexandria



Sofia Z



Lev & Shemi



Ellie



Conor



Aurelia



Zain



Julian

Senior Editor Andrea Turton Deputy Editor Jen Anstruther Art Director Maria Goodspeed Art Editor Hayley Moore  
Senior Designer Daisy Greenaway Senior Writer Rebecca Lord Contributor Daniella Wills Head of Production Moray Laing  
Deputy Head of Production Carolyn Parris Group Production Editor Hannah Tibbetts Additional photography © Getty Images  
Additional illustrations Ian Cunliffe Assistant Publisher Igrain Roberts Acting Commercial Director Rachel Clare  
Managing Director Youth & Children Alex Coates-Newman Licensing Coordinator Lilian Stewart  
Licensing Managers Jacqui Shilson-Josling, Kaitlyn Smith Ludo Studio Producers Jess Magro, Emily Baulch  
Head of Production and Commercial Sam Moor



**BBC  
STUDIOS**

BBC Studios, UK Publishing: Chair, Editorial Review Boards Nicholas Brett  
SVP Global Licensing Stephen Davies Global Director, Magazines Mandy Thwaites  
Compliance Manager Cameron McEwan UK.publishing@bbc.com  
Director of International Licensing and Syndication Tim Hudson International  
Partners Manager Molly Hope-Seton Head of Children's Licensing Richard Bentley

ARE MEDIA CEO Jane Huxley Director of Content Sally Eagle  
Books Director David Scotto Editor Nicole Hickson Designer Madeleine Wright  
Circulation Manager Ashley Choi Production Manager Kara Stead  
Subscription Enquiries Phone: 136 116 (Mon-Fri 8am to 6pm AEST) Website: [www.magshop.com.au](http://www.magshop.com.au)  
© BLUEY (word mark and character logos) are trademarks of Ludo Studio Pty Limited and are used under licence.  
BLUEY logo © Ludo Studio Pty Limited 2018. Licensed by BBC Studios. BBC Studios is a trademark of the British  
Broadcasting Corporation and is used under licence. BBC logo © BBC 1996. BBC Studios logo © BBC 2018.  
BBC and the BBC logos are trademarks of the British Broadcasting Corporation and are used under licence.  
BBC logo © BBC 1996. This is a magazine from BBC Studios who help fund new BBC programmes.  
Bluey magazine is published by Immediate Media Company London Limited and Are Media Pty Ltd.  
First published 2021. © Immediate Media Company London Limited 2025. All rights reserved and reproduction  
without permission is strictly forbidden. Reprographics by Rhapsody. Immediate Media is working to ensure that  
all of its paper is sourced from well-managed forests. This magazine is printed on PEFC (Programme for the  
Endorsement of Forest Certification) paper. This magazine can be recycled, for use in newspapers and packaging.





**Garage sale?**

Where are the grannies going to on the bus?  
Doodle their destination!

**Bean Shop?**

**LIBRARY?**

**sausage SHOP?**

**DON'T MISS THE NEXT ISSUE...**  
**WE'RE GOIN' OUT & ABOUT!**



**Wanna be on the bedroom wall?**  
Email your photos, drawings  
and news to the email  
address below.

Please include these details:  
name of child, age, favourite  
magazine activity and favourite  
Bluey episode.

We'll try and print as many pictures as we can.  
For information about how we hold your personal  
information, please see our privacy policy which can  
be viewed online at [policies.immediate.co.uk/privacy](https://policies.immediate.co.uk/privacy).

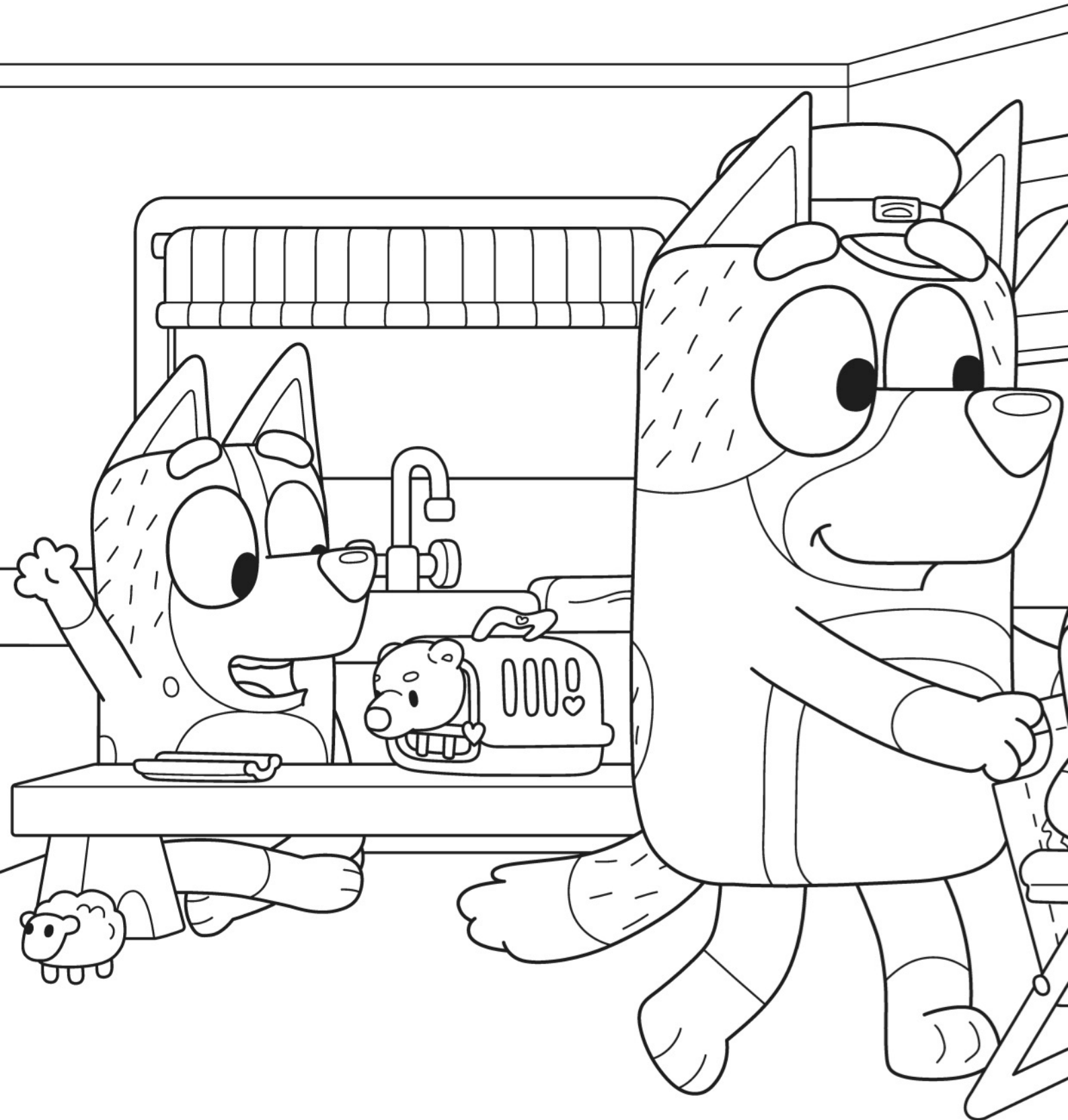
Get in touch at:  
[blueymagazine@immediate.co.uk](mailto:blueymagazine@immediate.co.uk)



COLOUR

# TRAIN ARRIV

Hop on board! Cats need to be on your lap.





# VING!



# THE DOCTOR



Help Doctor Bingo get ready  
for a verrrrrry busy day.

This is a  
**STICKER**  
page

Snip out  
your very  
own doctor  
badge.

Stick all Bingo's useful  
doctor things in here.

HOW CAN  
I HELP YOU?

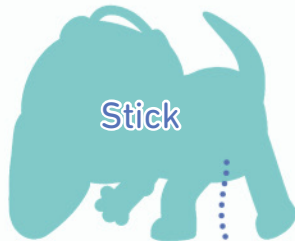


My name is Doctor:



Stick her  
patients here.  
Then draw lines  
to show what  
pickle they're in.

Don't worry.  
We'll have you  
fixed in a jiffy.



Stick



Stick



Stick



Stick

This  
patient is  
burping  
hippos.

This  
patient  
cuddled a  
cactus.

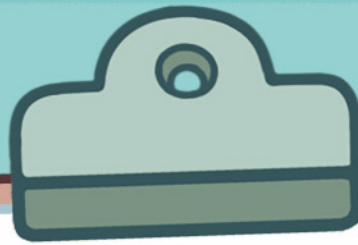
This  
patient's  
body is  
wagging  
(and their  
tail is still).

This  
patient has  
a crocodile  
on their  
head.





Choose one of your toys and write some doctor notes here:



Cut out this badge and use tape to stick it to your patient.



**Patient's name:**

**This is a real pickle! What seems to be the matter?**



**Doctor tools needed?**

Draw the patient here.



**Extra advice? E.g. keep the bandages on for eleven years.**



# Make the GRANNY MOBILE

Outta my way!



## YOU WILL NEED:

- Little boxes, milk bottle lids, cardboard rolls and a butter tub from your recycling box
- paints, card, pencil, tape & scissors
- a grown-up to help

## TOP TIP

Why not play Granny Mobile with your sock puppets too?



1

Find a shallow box or a lid that's about as wide as this page. Stick on a small square box with a cardboard roll piece on top and paint it.



2

Make a comfy seat by painting and snipping a small box, like this:



Glue that on top of the roll.

For the steering bit, stick a pencil on the back and push it into the bottom box (it can move!). Add a box basket at the front.



3

Glue on the other granny mobile bits (you could use bottle tops for the wheels). Make Doreen's garage sale by painting other tubs and boxes then pop the bits and bobs on top. Give all your grannies a go in the driving seat! Oi, Buggalugs!



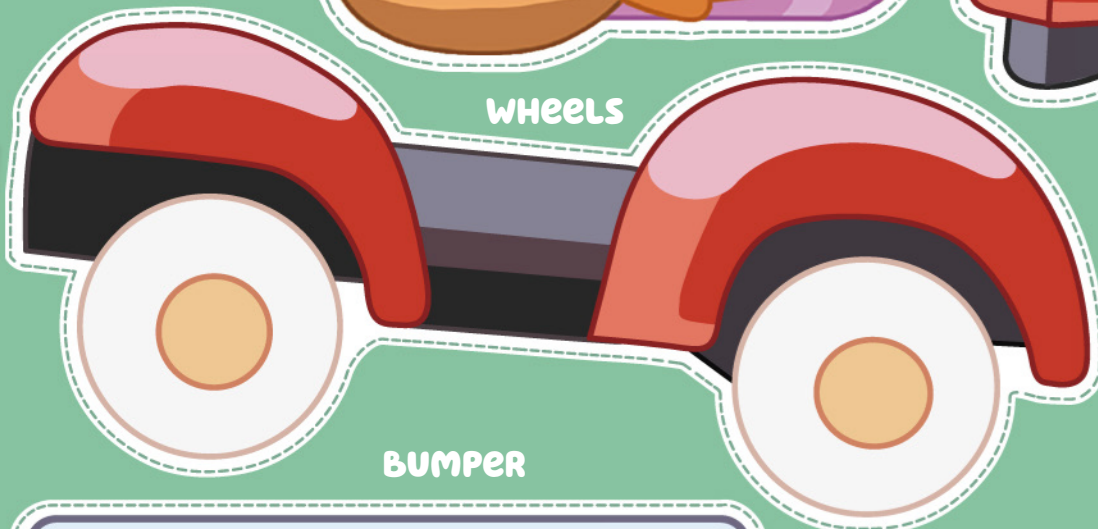




STEERING BIT

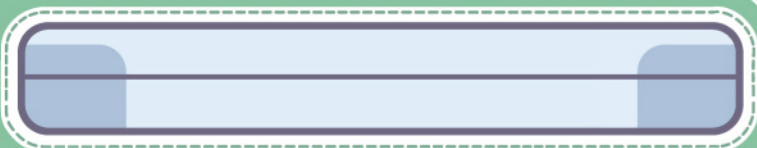


\$300

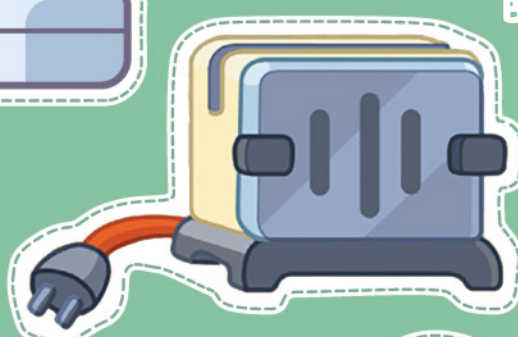


WHEELS

BUMPER



BITS AND BOBS



Snip out your grannies and stick them to cardboard rolls so they stand up.

# WHAT DOES EVERY KIDDO TAKE TO BED TO SLEEP BETTER?



Super comfy overnight nappies  
for all night confidence!



BLUEY TM and BLUEY character logos TM & © Ludo Studio Pty Ltd 2018